



### ***AMBUSH***

PLAY AT THE BEGINNING OF COMBAT. Your Party attacks first, as if you had drawn an ACE for each Player's Initiative. Initiative order is resolved normally by your Party. After your party has attacked, your opponent may then act.



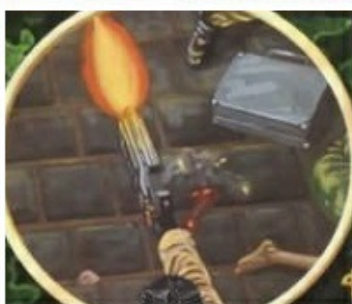
### ***AND STAY DEAD!***

PLAY AT ANY TIME. You may look at a player's hand. That player must discard up to two Adventure Cards of your choice.



### ***APOCALYPSE NOW!***

PLAY AT ANY TIME OTHER THAN DURING COMBAT. All players receive 1 Bennie. This Bennie must be used during their turn or lost. After each player has performed actions, EVERY player can attack once as a free action.



### ***APPROPRIATION***

PLAY AT ANY TIME. You can choose any Adventure Card in play and use it immediately on your Character. The effects are lost at the end of your turn regardless of what is stated on the Adventure Card.



### ***ARTILLERY SUPPORT***

PLAY ON A CHARACTER AT THE START OF COMBAT. The Character gains a +5 in Shooting during this Combat Round.



### ***BAMBOOZLED!***

PLAY IMMEDIATELY AFTER A PLAYER SPENDS A BENNIE. The Bennie is lost and has no effect. Place a Bennie into your pool.



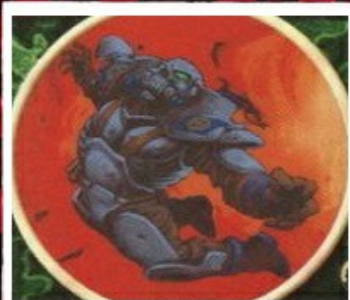
### ***BITE THE DUST***

PLAY IMMEDIATELY AFTER YOUR CHARACTER WOUNDS ANOTHER CHARACTER. Your Character may immediately Attack the wounded Character again. This is considered a free action.



### ***BLOOD LUST***

You may perform an extra attack action this turn. Do not choose the target of the second attack until after the first attack resolves.



### ***BOOBY TRAP***

PLAY AT ANY TIME AN OPPONENT ATTEMPTS TO PERFORM ANY ACTION DURING THEIR TURN. The Character springs a trap and immediately receives a wound. This cannot be negated.



### ***CARDINAL'S BANK***

PLAY AT ANY TIME. Until your next turn, neither your Cards or Bennies may be manipulated by any other player.



### ***CHARGE***

PLAY ON A ANY CHARACTER IN COVER. The affected warrior may immediately exit cover and attack at +2 to Fighting and Shooting. After the attack, the affected Character remains out of cover.



### ***CHASM!***

PLAY AT ANY TIME. Only Shooting attacks may be made until the beginning of your next turn. This instantly ends Fight attacks.



### ***COWARDICE***

PLAY ON ANY PLAYER AT ANY TIME. All the affected player's Party must seek the closest cover and remain there until the combat round ends.



### ***DISCOVERED***

PLAY ON ANY WARRIOR BEHIND COVER AT ANY TIME. That character loses any benefit that cover may have provided until the beginning of your next turn.



### ***DIVINE INSPIRATION***

PLAY AT ANY TIME. You may search through the Adventure Deck and put one card into your hand.



### ***EAT THIS!***

PLAY AT ANY TIME. All Characters immediately receive a wound. Characters already wounded are unaffected. If the wound would kill a Character, it has no effect.



### ***EFFICIENCY TRAINING***

Bennies may be exchanged among all of your party. Any surplus Bennies must be spent by that player by the beginning of that player's turn, or are removed from that player.



### ***EQUILIBRIUM***

PLAY AT ANY TIME. You may immediately force any player to remove one Adventure card in play. For every 1 Bennie, you may remove an additional Adventure card in play.



### ***EVASIVE ACTION***

PLAY ON ANY PLAYER DURING COMBAT. The affected player gains +2 to AGILITY for the remainder of this combat round.



### ***FATIGUED FROM FIGHTING***

PLAY ON ANY TEAM AT ANY TIME. All Characters belonging to the same Team must halve their Fighting, Shooting, and Vigor (rounded up to the nearest die type) until the beginning of your next turn.



### ***FAULTY WEAPON***

PLAY WHEN A CHARACTER FIRES A WEAPON. The weapon explodes, attacking the user. Resolve the attack normally. Both the attacker and the defender take damage. After damage is resolved for this attack, the weapon is destroyed.



### ***FILE TRANSFER***

PLAY ON ANY CHARACTER AT ANY TIME THEY PLAY AN ADVENTURE CARD. You may reassign the Action card to any other Character of your choice. The Adventure Card no longer targets the original recipient.



### ***FOXHOLE***

GIVE THIS CARD TO ANY PLAYER. The Character gets +2 Toughness and -2 to Shooting. The Character cannot make a Fighting action but may be attacked by one. This card may be given to a different Player as their action.



### ***FRAMED!***

PLAY ON ANY PLAYER AT ANY TIME. Affected player loses 1 Bennie for every Bennie you spend.



### ***GIFT OF FATE***

PLAY AT ANY TIME DURING YOUR TURN. Place any discarded Adventure Card in your hand. You may also spend 1 Bennie to return a second to your hand.



### ***GORGE!***

PLAY ON A WARRIOR. The Character's opponent can not use their Fighting skill for the remainder of this combat.



### ***HEAVY FOG***

PLAY AT ANY TIME. Only Fighting attacks may be performed until the beginning of your next turn. This instantly ends any Shooting attacks.



### ***HIDDEN IN THE SHADOWS***

PLAY ON ANY Player AT ANY TIME.  
The affected Character gains +3 to  
PARRY.



### ***INFLUENCE***

PLAY ON ANY PLAYER AT ANY TIME.  
For every Bennie you spend, the  
affected player Gains 1 Bennie.



### ***INFORMANTS***

PLAY DURING YOUR TURN. You may  
secretly look at the Adventure Cards in  
another Player's hand.



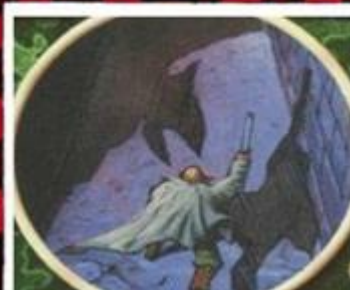
### ***INITIATIVE***

PLAY AT THE BEGINNING OF YOUR  
TURN. You may take an extra action this  
turn, even an extra attack.



### ***INSPIRED***

PLAY AT ANY TIME. You may  
immediately take up to three non-attack  
actions. If played during your turn, these  
are in addition to your normal actions.



### ***INTO THE DARK***

PLAY ANY TIME DURING A COMBAT  
ROUND. The Character is hindered by  
unknown terrain and suffers -5 to  
Fighting, Shooting and Agility.



### ***LUCKY SHOT***

PLAY ON ANY CHARACTER DURING  
COMBAT. The affected Character gains  
+2 to Shooting during this combat.



### ***MALFUNCTION!***

PLAY ON ANY CHARACTER AT ANY  
TIME. One of the affected Character's  
weapons or pieces of equipment,  
chosen by you, cannot be used until  
their next turn.



### ***MISCOMMUNICATION***

PLAY IMMEDIATELY AFTER A PLAYER  
PLAYS ANY CARD. The card just  
played has no effect on play. It is  
discarded.



### ***NARROW ESCAPE!***

PLAY IMMEDIATELY AFTER YOUR CHARACTER TAKES A WOUND. The Character is not Wounded, but remains at its current status.



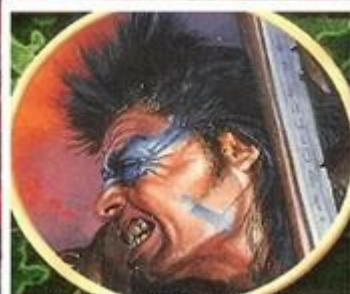
### ***OUT OF AMMO***

PLAY DURING COMBAT. The Character's Shooting weapon may not be used during this combat. That Character may use it again when Combat is over.



### ***PLAY IT AGAIN***

PLAY AT THE BEGINNING OF YOUR TURN. You may immediately shuffle your Adventure Cards into the Adventure Deck and draw that many Adventure Cards to form a new hand.



### ***PORTENTS OF VICTORY***

PLAY IMMEDIATELY AFTER ANY PLAYER HAS SPENT A BENNIE. Place a Bennie into your pool.



### ***POSITIVE KARMA***

PLAY AT ANY TIME. Add 1 Bennie to your pool.



### ***POWERFUL BLOW***

PLAY ON ANY CHARACTER DURING COMBAT. The affected Character gains +2 to Fighting during this combat.



### ***REINFORCEMENTS!***

PLAY ON A CHARACTER DURING COMBAT. For every Bennie you spend, 1 of this Character's Party joins in for the rest of Combat! The group of Characters add their attack dice together. Their opponent may only defend against one of them.



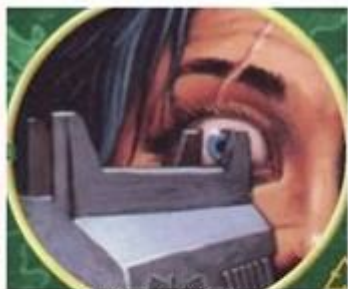
### ***RETREAT!***

PLAY DURING COMBAT. Your Character can't attack or be attacked for the remainder of Combat. Your opponent receives 1 Bennie each time this card is played. This card may be given to any other Character but must be used or discarded.



### ***SHARPSHOOTER***

PLAY ON ANY CHARACTER. The affected Character gains +1 die to their Shooting for the remainder of combat.



### ***SNIPE TRAINING***

GIVE TO ANY PLAYER AT ANY TIME. While it is assigned, the character is not affected by negative modifiers to its Shooting Skill.



### ***SOLID HANDS!***

PLAY AT ANY TIMES EXCEPT DURING YOUR TURN. All players can now refill their Action Cards to five cards in their hand.



### ***SPECIAL TRAINING***

PLAY ON ANY CHARACTER. For the cost of 1 Bennie, this Character can discard an Adventure Card of their choice and draw a new one.



### ***SPY IN THE RANKS***

PLAY WHEN AN OPPONENT PLAYS AN ADVENTURE CARD. You gain all the benefits of the Adventure Card, and the opponent receives nothing.



### ***THINK AGAIN***

PLAY DURING COMBAT IMMEDIATELY AFTER THE ATTACKER AND DEFENDER ARE ANNOUNCED. No player EXCEPT YOU may play Adventure Cards or spend Bennies during this combat round.



### ***URGENT DEAL***

PLAY IMMEDIATELY PRIOR TO DRAWING FOR INITIATIVE. During the draw of Initiative, each Character who is dealt a 6 or higher, must go to cover unless an Adventure Card specifies that they can not go to cover.



### ***WATCHFUL EYE***

PLAY ON ANY PLAYER AT ANY TIME. Until the end of turn, the affected player must spend 1 Bennie each time they wish to play any Adventure Cards.

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